

Call for Papers

Due to its potential to make learning easier, more convenient, and more effective, education is one of the preeminent areas of applications for multimedia. This workshop aims at bringing together researchers who are interested in the intersection area between the technological point of view and the human-centered view of multimedia technologies for e-learning.

The workshop topics include but are not limited to:

- **Multimedia in M-Learning and Learning Apps**
 - Use of mobile devices for recording
 - Use of mobile devices for playback
 - Mobile devices and multimedia-based learning-apps or learning-games
- **Augmented and Virtual Reality in E-Learning**
 - Augmented Reality application for immersive learning
 - Virtual Reality for explorative teaching
 - Machine Learning for adaptive content
 - Virtual Learning Environments (VLEs)
- **Podcasts as Learning Tools**
 - Educational Podcasts
 - Learning environments centered around Podcasts
 - Creating and using educational Podcasts
- **Learning Analytics**
 - Tools and Frameworks
 - Big Data approaches
 - Analysis Techniques
- **Academic Research Projects**
 - Research Methodologies
 - Links between Education and Research
 - New Projects and Innovation
- **Content Creation & Content Development**
 - Solving the content dilemma
 - Quick-creation of multimedia learning content
 - Video- and animation-content for teaching
- **Lecture Recording, Multimedia Authoring & Classroom Methodology**
 - Automated lecture recording and presentation techniques
 - Classroom note taking and whiteboard capturing and analysis
 - Multimedia authoring software for e-learning
- **Experiments, Laboratories**
 - Simulations
 - Animations
 - Virtual laboratories
- **Multimedia Architectures, Repositories & Interfaces**
 - Repositories for multimedia education
 - Architectures for user tracking
 - Technical infrastructures for large scale learning repositories
 - Big Data approaches
 - Information visualization and novel user navigation
- **Semantic Multimedia in e-Learning Scenarios**
 - Context aware semantic analysis of e-learning content
 - Semantic modeling and ontological engineering for e-learning scenarios
 - Semantic web based online educational systems

Workshop Proceedings

The workshop solicits regular technical papers of up to 6 pages (IEEE double-column format). Workshop papers will be official publications of IEEE which will be included in IEEEExplore and also be available as printed workshop proceedings. A number of selected papers will be invited for extension and publication in a special issue of ITSE (International Journal of Interactive Technology and Smart Education) published by Emerald.

Submission Details

Papers must be original and not submitted to or accepted by any other conference or journal. Papers should be submitted in electronic form as PDF file to the organizers. Submissions must be formatted according to the 8.5x11 inch double column IEEE CS proceedings format and must not exceed 6 pages.

Submit to: ieeemtel@gmail.com

Important Dates

Submission due: **Sept. 29** **October 20, 2023**
Notification: **October 22, 2023**
Camera-Ready due: **November 12, 2023**

Co-Chairs

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